

## 1 . TRANSMITTED DATA

## 1-1 TRANSMITTED DATA LIST [H]:Hex, [D]:Decimal

Status [Hex]	Second [H] [D]	Third [H] [D]	Description
SYSTEM REALTIME MESSAGE			
FE	--	--	Active Sensing ( Everytime transmitted )

## 1-2 SYSTEM EXCLUSIVE

## \* UNIVERSAL SYSTEM EXCLUSIVE MESSAGE ( NON REALTIME )

DEVICE INQUIRY REPLY ( Transmits when received a INQUIRY MESSAGE REQUEST )

[ F0,7E,0g,06,02,42,4A,00,0C,00,nn,00,vv,00,F7 ] 3rd byte g : Global Channel  
 6th byte 42 : KORG ID  
 7th byte 4A : SG series ID  
 9th byte 0C : SG-Rack ( 07:SG proX )  
 11th byte nn : System No. ( 01~ )  
 13th byte vv : System Version ( 01~ )

## \* KORG SYSTEM EXCLUSIVE

See "3.MIDI SYSTEM EXCLUSIVE FORMAT"

There are 11 transmit Messages, and their format is as below.

[ F0,42,3g,4A,[Func],[Data],.....,F7 ] 3rd byte g : Global Channel  
 5th byte [Func]: Function Code (See below Table)

## Transmits Message List

Func	Description	R	D	E
40	PROGRAM PARAMETER( Edit Buffer ) DUMP	0		
4C	ALL PROGRAM PARAMETER DUMP	0	0	
49	PERFORMANCE PARAMETER( Edit Buffer ) DUMP	0		
4D	ALL PERFORMANCE PARAMETER DUMP	0	0	
51	GLOBAL DATA DUMP	0	0	
42	MODE DATA	0		
26	RECEIVED MESSAGE FORMAT ERROR	0		0
23	DATA LOAD COMPLETED (ACK)			0
24	DATA LOAD ERROR (NAK)			0
21	WRITE COMPLETED			0
22	WRITE ERROR			0

"Func" is Function Code ( 5th byte of Exclusive message ).

Transmitted when

R : Request Message had been received.

D : Data dump had been started by SW ( Doesn't respond to Exclusive ENA,DIS).

E : EX.Message had been received.

## 2. RECOGNIZED RECEIVE DATA

## 2-1 RECOGNIZED RECEIVE DATA LIST [H]:Hex, [D]:Decimal

Status [Hex]	Second [H] [D]	Third [H] [D]	Description	ENA
CHANNEL MESSAGES				
8g	kk (kk)	xx (xx)	Note Off	A
9g	kk (kk)	00 (00)	Note Off	A
9g	kk (kk)	vv (vv)	Note On vv=1~ 127	A
Bg	00 (00)	mm (mm)	Bank Select (MSB)	*4 A
Bg	01 (01)	vv (vv)	Modulation 1 Depth ( for LFO Depth)	E
Bg	06 (06)	vv (vv)	Data Entry (MSB) ( for RPC Edit )	*1 A
Bg	07 (07)	vv (vv)	Volume	F
Bg	0A (10)	vv (vv)	Panpot	I
Bg	0B (11)	vv (vv)	Expression	G
Bg	0C (12)	vv (vv)	Effect Control 1 ( as FX Dyn Mod Src = Ctrl #12 )	A
Bg	20 (32)	bb (bb)	Bank Select (LSB)	*4 A
Bg	26 (38)	vv (vv)	Data Entry (LSB) ( for RPC Edit )	*1 A
Bg	40 (64)	vv (vv)	Hold 1	*2 C
Bg	42 (66)	~3F/40~ (~63/64~)	Sostenuto SW ( as Sostenuto OFF/ON )	C
Bg	49 (73)	vv (vv)	Attack Time	*3 J
Bg	4A (74)	vv (vv)	Brightness	*3 J
Bg	4B (75)	vv (vv)	Decay Time	*3 J
Bg	5B (91)	vv (vv)	Effect1 Level ( as Effect2 Level )	A
Bg	5C (92)	00/01~ (00/01~)	Effect2 Level ( as Effect2 OFF/ON )	A
Bg	5D (93)	vv (vv)	Effect3 Level ( as Effect1 Level )	A
Bg	5E (94)	00/01~ (00/01~)	Effect4 Level ( as Effect1 OFF/ON )	A
Bg	60 (96)	00 (00)	DATA Increment ( for RPC Edit )	*1 A
Bg	61 (97)	00 (00)	DATA Decrement ( for RPC Edit )	*1 A
Bg	64(100)	01 (01)	RPN Parameter No.(LSB)	*1 A
Bg	65(101)	00 (00)	RPN Parameter No.(MSB)	*1 A

Bg	78(120)	00	(00)	All Sound Off		A
Bg	79(121)	00	(00)	Reset All Controllers		A
Bg	7B(123)	00	(00)	All Notes Off		A
Bg	7C(124)	00	(00)	Omni mode Off	( as All Notes Off )	A
Bg	7D(125)	00	(00)	Omni mode On	( as All Notes Off )	A
Bg	7E(126)	0~10	(0~16)	Mono mode On	( as All Notes Off )	A
Bg	7F(127)	00	(00)	Poly mode On	( as All Notes Off )	A
Cg	pp (pp)	--	--	Program Change		*4 A
Dg	vv (vv)	--	--	Channel Pressure	( as After Touch )	H
Eg	bb (bb)	bb	(bb)	Bender Change		D
-----						
SYSTEM REALTIME MESSAGE						
FE	--	--		Active Sensing	( MIDI Connect check )	A
-----						

g : Global Channel No. (0~ 15)

x : Random

ENA = A : Always Enabled

C : Enabled when each timbre's "Damp/Sost" filter is set to ENA.  
D : Enabled when each timbre's "Pitch Bend" filter is set to ENA.  
E : Enabled when each timbre's "Mod Wheel" filter is set to ENA.  
F : Enabled when each timbre's "Volume" filter is set to ENA.  
G : Enabled when each timbre's "Expression" filter is set to ENA.  
H : Enabled when each timbre's "AfterTouch" filter is set to ENA.  
I : Enabled when each timbre's "Panpot" filter is set to ENA.  
J : Enabled when each timbre's "Tone Chara" filter is set to ENA.

\*1 : For Master Tune ( RPN=00,01 ) edit.

\*2 : vv = 00 : OFF --+  
01~ 4F : Half Damp | Piano mode  
50~ 7F : ON --+  
  
vv = 00~ 4F : OFF --+ Normal mode  
50~ 7F : ON --+

\*3 : vv < 40 : Fast or Dark  
= 40 : Default  
> 40 : Slow or Bright

\*4 : Before System Version:6.0  
MIDI In [Hex] Program/Performance  
pp = 00~ 0F :BankA 1~ 16  
10~ 1F :BankB 1~ 16  
20~ 2F :BankC 1~ 16  
30~ 3F :BankD 1~ 16  
40~ 7F :Ignored

From System Version:6.0  
MIDI In [Hex] Program/Performance  
mm:bb:pp = 00:00:00~ 0F :Program Mode BankA 1~ 16  
00:00:10~ 1F :Program Mode BankB 1~ 16  
00:00:20~ 2F :Program Mode BankC 1~ 16  
00:00:30~ 3F :Program Mode BankD 1~ 16  
00:00:40~ 7F :Program Mode Ignored  
00:01:00~ 0F :Performance Mode BankA 1~ 16  
00:01:10~ 1F :Performance Mode BankB 1~ 16  
00:01:20~ 2F :Performance Mode BankC 1~ 16  
00:01:30~ 3F :Performance Mode BankD 1~ 16  
00:01:40~ 7F :Performance Mode Ignored  
Receives available in Perf Mode, Prog Mode.

## 2-2 SYSTEM EXCLUSIVE

\* UNIVERSAL SYSTEM EXCLUSIVE MESSAGE ( NON REALTIME )

DEVICE INQUIRY ( When received this message, transmits INQUIRY MESSAGE REPLY )  
[ F0,7E,nn,06,01,F7 ] 3rd byte nn : Channel = 0~ F : Global Channel  
= 7F : Any Channel

\* UNIVERSAL SYSTEM EXCLUSIVE MESSAGES ( REALTIME )

MASTER VOLUME  
[ F0,7F,0g,04,01,vv,mm,F7 ] 3rd byte g : Global Channel  
6th byte vv : Value(LSB)  
7th byte mm : Value(MSB)

MASTER BALANCE  
[ F0,7F,0g,04,02,vv,mm,F7 ] 3rd byte g : Global Channel  
6th byte vv : Value(LSB)  
7th byte mm : Value(MSB)  
mm,vv : 00,00~ 40,00~ 7F,7F : L~ Center~ R

\* KORG SYSTEM EXCLUSIVE MESSAGES

See "3.MIDI SYSTEM EXCLUSIVE FORMAT"

Func	Description	G	F	P	No.
10	PROGRAM PARAMETER( Edit Buffer ) DUMP REQUEST			0	40
1C	ALL PROGRAM PARAMETER DUMP REQUEST	0	0	0	4C
19	PERFORMANCE PARAMETER(Edit Buffer) DUMP REQUEST		0	0	49
1D	ALL PERFORMANCE PARAMETER DUMP REQUEST	0	0	0	4D
0E	GLOBAL DATA DUMP REQUEST	0	0	0	51
12	MODE DATA DUMP REQUEST	0	0	0	42
40	PROGRAM PARAMETER( Edit Buffer ) DUMP			0	23
4C	ALL PROGRAM PARAMETER DUMP	0	0	0	23
49	PERFORMANCE PARAMETER(Edit Buffer) DUMP		0	0	23
4D	ALL PERFORMANCE PARAMETER DUMP	0	0	0	23
51	GLOBAL DATA DUMP	0	0	0	23
4E	MODE CHANGE	0	0	0	23
11	PROGRAM WRITE REQUEST			0	21
1A	PERFORMANCE WRITE REQUEST		0		21

While Exclusive Filter in GLOBAL is set to ENA, Receives these messages.  
Even if the filter is set to DIS, Receives these messages in DATA DUMP PAGE.

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G : Global mode. ( Does not respond to Exclusive ENA,DIS in DATA DUMP Page )
F : Performance, Perf Edit mode.
P : Program, Prog Edit mode.
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( transmitted when the message has been received )

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+-- 1st Byte = F0H : Exclusive Status      --+
  2nd Byte = 42H : KORG ID
  3rd Byte = 3gH : Format ID      ( g:Global Ch ) | EX. Header
  4th Byte = 4AH : SG series ID      --+
  5th Byte = ffH : Function Code ( See Func Code List )
  6th Byte = ddH : Data      ( Some messages doesn't have data )
  :
+-- LastByte = F7H : End of Exclusive      --+

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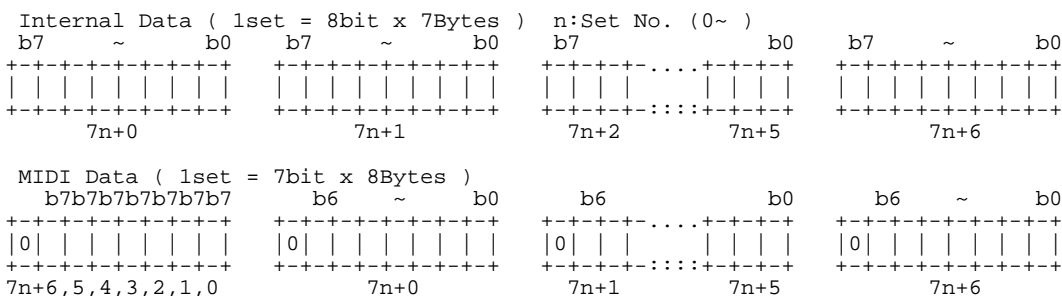
- (1) PROGRAM PARAMETER( Edit Buffer ) DUMP REQUEST R  
[ F0,42,3g,4A,10,F7 ]  
When received this message, transmits Func=40 or Func=24 message.
- (2) ALL PROGRAM PARAMETER DUMP REQUEST R  
[ F0,42,3g,4A,1C,00,F7 ]  
When received this message, transmits Func=4C message.
- (3) PERFORMANCE PARAMETER( Edit Buffer ) DUMP REQUEST R  
[ F0,42,3g,4A,19,F7 ]  
When received this message, transmits Func=49 or Func=24 message.
- (4) ALL PERFORMANCE PARAMETER DUMP REQUEST R  
[ F0,42,3g,4A,1D,00,F7 ]  
When received this message, transmits Func=4D message.
- (5) GLOBAL DATA DUMP REQUEST R  
[ F0,42,3g,4A,0E,00,F7 ]  
When received this message, transmits Func=51 message.
- (6) MODE DATA DUMP REQUEST R  
[ F0,42,3g,4A,12,F7 ]  
When received this message, transmits Func=42 message.
- (7) PROGRAM WRITE REQUEST R  
[ F0,42,3g,4A,11,00,pp,F7 ] pp:Dest Prog No. = 00~ 3F : A01~ D16  
When received this message, writes the program to dest No. and transmits Func=21 message.
- (8) PERFORMANCE WRITE REQUEST R  
[ F0,42,3g,4A,1A,00,pp,F7 ] pp:Dest Perf No. = 00~ 3F : A01~ D16  
When received this message, writes the performance to dest No. and transmits Func=21 message.
- (9) MODE CHANGE R  
[ F0,42,3g,4A,4E,0m,00,F7 ] m:Mode = 0:Performance

= 1:Perf Edit  
 = 2:Program  
 = 3:Prog Edit  
 = 8:Global

When received this message, changes a mode and transmits Func=21 message.

- (10) PROGRAM PARAMETER( Edit Buffer ) DUMP R, T  
 [ F0,42,3g,4A,40,dd.....,F7 ] dd : [Param No.00]...[Param No.49] See TABLE1  
 50Bytes = 7x7+1 -> 8x7+(1+1) = 58Bytes \*1  
 When received this message & data, transmits Func=23 or Func=24 message.  
 When received Func=10 message, transmits this message & data.
- (11) ALL PROGRAM PARAMETER DUMP R, T  
 [ F0,42,3g,4A,4C,00,dd.....,F7 ] dd : [Prog A01(50Bytes)]...[Prog D16(50Bytes)] See TABLE1  
 3200Bytes = 7x457+1 -> 8x457+(1+1) = 3658Bytes \*1  
 When received this message & data, transmits Func=23 or Func=24 message.  
 When received Func=1C message, transmits this message & data.  
 When DATA DUMP was executed, transmits this message & data.
- (12) PERFORMANCE PARAMETER( Edit Buffer ) DUMP R, T  
 [ F0,42,3g,4A,49,dd.....,F7 ] dd : [Param No.00]...[Param No. 243] See TABLE3  
 244Bytes = 7x34+6 -> 8x34+(1+6) = 279Bytes \*1  
 When received this message & data, transmits Func=23 or Func=24 message.  
 When received Func=19 message, transmits this message & data.
- (13) ALL PERFORMANCE PARAMETER DUMP R, T  
 [ F0,42,3g,4A,4D,00,dd.....,F7 ] dd : [Perf A01(244Bytes)]...[Perf D16(244Bytes)] See TABLE3  
 15616Bytes = 7x2230+6 -> 8x2230+(1+6) = 17847Bytes \*1  
 When received this message & data, transmits Func=23 or Func=24 message.  
 When received Func=1D message, transmits this message & data.  
 When DATA DUMP was executed, transmits this message & data.
- (14) GLOBAL DATA DUMP R, T  
 [ F0,42,3g,4A,51,00,dd.....,F7 ] dd : [Param No.00]...[Param No.96] See TABLE2  
 97Bytes = 7x13+6 -> 8x13+(1+6) = 111Bytes \*1  
 When received this message & data, transmits Func=23 or Func=24 message.  
 When received Func=0E message, transmits this message & data.  
 When DATA DUMP was executed, transmits this message & data.
- (15) MODE DATA T  
 [ F0,42,3g,4A,42,0m,00,00,00,F7 ] m:Data =0:Performance  
 =1:Perf Edit  
 =2:Program  
 =3:Prog Edit  
 =8:Global  
 When received Func=12 message, transmits this message & data.
- (16) RECEIVED MESSAGE FORMAT ERROR T  
 [ F0,42,3g,4A,26,F7 ]  
 When found a format error in the received message (ex.data length), transmits this message.
- (17) DATA LOAD COMPLETED ( ACK ) T  
 [ F0,42,3g,4A,23,F7 ]  
 When DATA LOAD PROCESSING has been completed, transmits this message.
- (18) DATA LOAD ERROR ( NAK ) T  
 [ F0,42,3g,4A,24,F7 ]  
 When DATA LOAD PROCESSING has not been completed (ex. protected), transmits this message.
- (19) WRITE COMPLETED T  
 [ F0,42,3g,4A,21,F7 ]  
 When DATA WRITE has been completed, transmits this message.
- (20) WRITE ERROR T  
 [ F0,42,3g,4A,22,F7 ]  
 When DATA WRITE has not been completed (ex. protected), transmits this message.

\*1 : DUMP DATA CONVERT for (10)~ (14)'s data



[TABLE 1] PROGRAM PARAMETERS

No. : No. in the PROGRAM DUMP DATA.

No.	PARAMETER	DATA (Hex)	: VALUE
00 : 09	PROG NAME (Head) : PROG NAME (Tail)	20~ 7F	: ' '~ '<-' [ ASCII Code ]
10	ORIGINAL PROG NO.	00~ 3F	: (A01~ D16)
11 bit0	DAMP MODE	0, 1	: NORMAL, PIANO
11 bit1	HIGH NOTES DAMP	0, 1	: NORMAL, PIANO
12	BRIGHTNESS	9D~ 63	: -99~ +99
13	LEVEL	9D~ 63	: -99~ +99
14	ATTACK TIME	9D~ 63	: -99~ +99
15	DECAY TIME	9D~ 63	: -99~ +99
16	RELEASE TIME	9D~ 63	: -99~ +99
17	VELOCITY	9D~ 63	: -99~ +99
18	SCALE TYPE	00~ 06	: *2
19	SCALE KEY	00~ 0B	: C~ B
20	PITCH BEND RANGE	F4~ 0C	: -12~ +12
21	EFFECT 1 TYPE	00~ 30	: *3
22	EFFECT 2 TYPE	00~ 2F	: *3
23	EFFECT 1L DEPTH	00~ 64	: DRY~ FX
24	EFFECT 1R DEPTH	00~ 64	: DRY~ FX
25	EFFECT 2L DEPTH	00~ 64	: DRY~ FX
26	EFFECT 2R DEPTH	00~ 64	: DRY~ FX
27	( Fixed )	41H	
28	( Fixed )	01H	
29	( Fixed )	0FH	
30 : 39	EFF 1 PARAM (0) : EFF 1 PARAM (9)		*7
40 : 49	EFF 2 PARAM (0) : EFF 2 PARAM (9)		*7

[TABLE 2] GLOBAL PARAMETERS

No. : No. in the GLOBAL DUMP DATA.

No.	PARAMETER	DATA (Hex)	: VALUE
00	MASTER TUNE	CE~ 32	: -50~ 50
01	KEY TRANSPOSE	F4~ 0C	: -12~ 12
02 bit0	PEDAL SW POL.	0,1	: (close), (open):on
02 bit1	DAMPER SW POL.	0,1	: (close), (open):on
03	AFT TOUCH CURVE	0~ 7	: 1~ 8
04	VELOCITY FIGURE	00~ 03	: 1~ 4
05	VEL POINT (p)	01~ 7F	: 01~ 127
06	VEL POINT (f)	01~ 96	: 01~ 150
Reserved Area (use SG proX)			
07 : 86		00	
System Name			
87	SYS NAME (Head)	20~ 7F	: ' '~ '<-'

:	:	[ ASCII code ]
96	SYS NAME (Tail)	

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*2 : 00 : Equal Temperament 04 : Werckmeister
      01 : Pure Major        05 : Kirnberger
      02 : Pure Minor        06 : Stretch
      03 : Pythagoras
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*3 : 00 : No Effect          20 : Stereo Phaser
      01 : Reverb            22 : Rotary Speaker
      0A : Early Reflection  23 : Auto Pan
      0D : Stereo Delay      25 : Wah
      13 : Stereo Chorus     27 : Flanger-Delay
      19 : Stereo Flanger    30 : Hyper Enhancer
      1F : Overdrive
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\*7 : Effect Parameters (8Bytes) 12 Types

offset	PARAMETER	DATA(Hex)	: VALUE
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NUL must be 00

1:Reverb

(00)	Reverb Time	00~ 61	: 0.2~ 9.9
(01)	( NUL )	00	
(02)	High Damp	00~ 63	: 00~ 99
(03)	Pre Delay	00~ C8	: 00~ 200
(04)	E.R Level	00~ 63	: 00~ 99
(05)	( NUL )	00	
(06)	EQ High	F4~ 0C	: -12~ 12
(07)	EQ Low	F4~ 0C	: -12~ 12

2:Early Reflection

(00)	E.R Time	00~ 46	: 100~ 800
(01)	Pre Delay	00~ C8	: 00~ 200
(06)	EQ High	F4~ 0C	: -12~ 12
(07)	EQ Low	F4~ 0C	: -12~ 12

3:Stereo Delay

(00)	Delay Time L (L)	00~ 1F4	: 00~ 500
(01)	(H)		
(02)	Feed Back	9D~ 63	: -99~ 99
(03)	High Damp	00~ 63	: 00~ 99
(04)	Delay Time R (L)	00~ 1F4	: 00~ 500
(05)	(H)		
(06)	EQ High	F4~ 0C	: -12~ 12
(07)	EQ Low	F4~ 0C	: -12~ 12

4 :Stereo Chorus

(00)	Mod Depth	00~ 63	: 00~ 99
(01)	Mod Speed	00~ D8	: *7-1
(02)	MG Shape	02,03	: Sin,Tri
(04)	Delay Time	00~ C8	: 00~ 200
(06)	EQ High	F4~ 0C	: -12~ 12
(07)	EQ Low	F4~ 0C	: -12~ 12

## 5: Stereo Flanger

(00)	Delay Time	00~ C8	: 00~ 20.0
(01)	Mod Depth	00~ 63	: 00~ 99
(02)	Mod Speed	01~ 63	: 01~ 99
(03)	Resonance	9D~ 63	: -99~ 99
(06)	EQ Low	F4~ 0C	: -12~ 12
(07)	EQ High	F4~ 0C	: -12~ 12

## 6: Over Drive

(00)	Drive (Edge)	01~ 6F	: 01~ 111
(01)	Hot Spot	00~ 63	: 00~ 99
(02)	Resonance	00~ 63	: 00~ 99
(03)	Out Level	00~ 63	: 00~ 99
(06)	EQ Low	F4~ 0C	: -12~ 12
(07)	EQ High	F4~ 0C	: -12~ 12

## 7: Stereo Phaser

(00)	Mod Depth	00~ 63	: 00~ 99
(01)	Mod Speed	00~ D8	: *7-1
(02)	MG Shape	02,03	: Sin,Tri
(03)	Feedback	9D~ 63	: -99~ 99
(04)	Manual	00~ 63	: 00~ 99

## 8: Rotary Speaker

(00)	Vibrato Depth	00~ 0F	: 00~ 15
(01)	Acceleration	01~ 0F	: 01~ 15
(02)	Slow Speed	01~ 63	: 01~ 99
(03)	Fast Speed	01~ 63	: 01~ 99
(08)	Dynamic Mod Source	00~ 0F	: *7-2

## 9: Auto Pan

(00)	Depth	00~ 63	: 00~ 99
(01)	Speed	00~ D8	: *7-1
(02)	MG Shape	02,03	: Sin,Tri
(03)	Shape	9D~ 63	: -99~ 99
(06)	EQ High	F4~ 0C	: -12~ 12
(07)	EQ Low	F4~ 0C	: -12~ 12

## 10: Wah

(00)	( Fixed )	0FH	
(01)	( Fixed )	06H	
(02)	Frequency	00~ 63	: 00~ 99
(03)	Peak Gain	00~ 0C	: 00~ 12
(04)	Peak Width	00~ 63	: 00~ 99
(05)	( Fixed )	0CH	
(06)	( Fixed )	06H	
(08)	Dynamic Mod Source	00~ 0F	: *7-2
(09)	Dynamic Mod Int	F1~ 0F	: -15~ 15

## 11 :Flanger-Delay

(00)	Delay Time(Flanger)	00~ 32	: 00~ 50
(01)	Mod Speed (Flanger)	01~ 63	: 01~ 99
(02)	Mod Depth (Flanger)	00~ 63	: 00~ 99
(03)	Feed back (Flanger)	9D~ 63	: -99~ 99
(04)	Delay Tlme (Delay)	00~ E1	: 00~ 450
(05)	Feed back (Delay)	9D~ 63	: -99~ 99
(06)	Delay Level(Delay)	00~ 63	: 00~ 99

## 12:Hyper Enhancer

(00)	Trim	00~ 64	: 00~ 100
(01)	Low Freq	01~ 46	: 01~ 70
(02)	Low Blend	00~ 64	: 00~ 100
(03)	High Freq	01~ 28	: 01~ 40
(04)	High Blend	00~ 64	: 00~ 100

\*7-1 : Data(Hex)      Value[Hz]  
          00~ 63      0.03~ 3.00      (0.03step)  
          64~ C7      3.1 ~ 13.0      (0.1 step)  
          C8~ D8      14 ~ 30.0      ( 1 step)

\*7-2 : 00 : NONE  
       09 : DAMPER  
       0A : Amp EG  
       0B : Ctrl #12  
       0C : Ctrl #13  
       0D : JS(+Y) #01  
       0E : JS(-Y) #02  
       0F : AfterTouch

[ TABLE 3 ]      PERFORMANCE    PARAMETERS

No.	PARAMETER	DATA(Hex)	: VALUE
00 : 09	PERF NAME (Head) : PERF NAME (Tail)	20~ 7F	: ' '~ '<-' [ ASCII code ]
10	AFT TOUCH CURVE	0~ 7,8	: 1~ 8, GLOBAL
11	VELOCITY FIGURE	0~ 3,4	: 1~ 4, GLOBAL
12	VEL POLNT (p)	01~ 7F	: 01~ 127
13	VEL POINT (f)	01~ 96	: 01~ 150
14	TIMB-B FX ROUT	0,1~ FF	: USE,PASS
15 bit0 b6-7	FILT Data Type ( Reserved )	1,(0) 0	: New,(Old)      *8
Reserved Area (use SG proX)			
16 : 95		00	
TIMBRE A PARAMETER			
96 b0-6 bit7	PROGRAM NO. SWITCH	0~ 3F 0,1	: A01~ D16 : ON, OFF
97	OUTPUT LEVEL	00~ 7F	: 00~ 127
98	TRANPOSE	F4~ 0C	: -12~ 12
99	TUNE	CE~ 32	: -50~ 50
100	L:R PANPOT	00~ 7F,80	: L~ R, PROG



*8    101	bit0	Damp/Sost	FILT	0,1	: DIS,ENA
	bit1	Tone Chara	FILT	0,1	: DIS,ENA
	bit2	Pitch Bend	FILT	0,1	: DIS,ENA
	bit3	Mod Wheel	FILT	0,1	: DIS,ENA
	bit4	Volume	FILT	0,1	: DIS,ENA
	bit5	Expression	FILT	0,1	: DIS,ENA
	bit6	After Touch	FILT	0,1	: DIS,ENA
	bit7	Panpot	FILT	0,1	: DIS,ENA
102	KEY ZONE TOP			00~ 7F	: C-1~ G9
103	KEY ZONE BOTTOM			00~ 7F	: C-1~ G9
104	VEL ZONE TOP			01~ 7F	: 01~ 127
105	VEL ZONE BOTTOM			01~ 7F	: 01~ 127
TIMBRE B PARAMETER					
106 : 115	Same as TIMBRE A ( 96~ 105 )				
Reserved Area (use SG proX)					
116 : 243				00	

\*8 : When FILT Data Type was "0", converts Old Data Type to New Data Type.  
(Old Data Type means SG ProX System Version:1.0 ~ 7.0.)

Old FILT Data Type (FILT Data Type:0)

101	bit0	DAMPER/SOST	FILT	0,1	: DIS,ENA
	bit1	CONTROLLER	FILT	0,1	: DIS,ENA

When FILT Data Type was "0", each filters setting are converted automatically as below.

Old Data Type	New Data Type
FILT Data Type:"0"	-> FILT Data Type:"1"
bit0 (DAMPER/SOST)	-> bit0 (Damp/Sost)
bit1 (CONTROLLER)	-> bit1 (Tone Chara)
	-> bit2 (Pitch Bend)
	-> bit3 (Mod Wheel)
	-> bit4 (Volume)
	-> bit5 (Expression)
	-> bit6 (After Touch)
	-> bit7 (Panpot)